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# [54] INTERACTIVE ANIMATION OF GRAPHICS OBJECTS

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520, 521; 352/39, 50

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## 57] ABSTRACT

A technique is described for animating graphics objects (sprites) on a display. The display manager allows a user to select a sprite from the display or from a sprite table. Then the user selects the operation to perform on the sprite. Enabled operations include hiding the sprite, showing the sprite, redefining the sprite, placing the sprite or moving the sprite. The move operation allows the user to make the sprite the current cursor character and move it around the display under the control of the mouse. Any of the operations may be performed on the selected sprite. The operations are recorded for the user to later playback. Additionally, the user can select other sprites and perform additional operations on them. In this way, the user can interactively create an animated display consisting of multiple sprites. As the user creates the various sprite operations, he or she can play them back at any time to see how they appear and edit the operations to tailor them to the user's needs.

### 9 Claims, 6 Drawing Sheets

